COOL WORLD ™

C64 CASSETTE & DISK

— ENGLISH

OFFICER'S REPORT

SOURCE: Harris the Policeman
Re: The COOL WORLD Doodles and the exploding universe
Copies to: All Department Heads

THE FACTS

The Doodles are using connecting vortexes between COOL WORLD and the Real World to transfer objects from one side to the other. This is seriously disturbing the cosmic balance. The direct result of these actions will be the destruction of the universe...goodbye tomorrow - hello oblivion!

THE SOLUTION

Based upon much careful study of information received and "The Good Policeman's Handbook", (section 47, paragraph 12 **'What to do when the universe is about to explode due to Doodle interference with the cosmic balance'**), I plan to use the vortexes in a similar manner and restore all objects to their rightful places. The direct result of this action will be the normal continuation of the universe.

REQUIREMENTS

A Handy Pen.

LOADING

CASSETTE

Ensure the cassette is rewound to the start and that all necessary leads are connected. Insert the cassette, printed side upwards, in your Commodore recorder.

Press the SHIFT key and the RUN/STOP key simultaneously.

Follow the on-screen instructions. Press PLAY on the tape deck. The program will now load automatically.

For C128 loading type GO 64 then press RETURN and follow C64 instructions as above.

PLEASE NOTE: This game loads in a number of parts - follow the on-screen instructions.

DISK

Select 64 mode (if using Commodore 128).

Switch on the disk drive and insert the game disk with the label facing upwards.

Type LOAD "*",8,1 and press RETURN - the introductory screen will appear and the program will load automatically.

CONTROLS

This is a one player game controlled by Joystick only.

Joystick UP	JUMP
Joystick DOWN	DUCK
Joystick LEFT	RUN LEFT
Joystick RIGHT	RUN RIGHT
FIRE	FIRE BULLETS
FIRE & HOLD	SUCK WITH PEN
P	TOGGLES PAUSE ON/OFF
RESTORE	QUIT GAME

Pull down on the joystick when near a Vortex in order to enter it.

GAMEPLAY

The Doodles are moving objects from the Real into Cool World. If they are not stopped the universe may explode.

On each level the Doodles will attempt to enter Real World through vortexes. If they succeed they will push objects back through the vortexes into Cool World and create a cosmic imbalance.

The more Doodles that make it through to Real World, the more objects they will be able to push back to Cool World. The DANGER bar counts down as the number of Doodles in the Real World grows and the number of objects in Cool World grows. When the bar reaches zero the imbalance is too great and you will not survive.

In order to complete a level you must destroy the Doodles by shooting or sucking them up with your Handy Pen, return the objects and maintain the balance for the duration of the time limit.

Sucking bubbles into your pen destroys Doodles and reduces the time you need to spend on each level by a few seconds. However, you can gain bonuses by shooting the bubbles. If you leave them they will become wooden Nickel Baiters.

LEVEL 1 - The House/Urchin Place

The is the home of Jack, Creator of the Cool World comics. The Street Urchins from Urchin Place are stealing Jack's household objects.

LEVEL 2 - The School/Gargoyles Watch Tower

Gargoyles from a Cool World watchtower are invading the school in Jack's town. They are stealing school objects.

LEVEL 3 - The Comic Shop/Craps Alley

Yes, you've guessed it....Doodles from Craps Alley are stealing comics and causing havoc etc. etc......

LEVEL 4 - The Ocean Casino/Slash's Night Club

Those nasty and devilish Doodles from Slash's Night Club in Cool World are overrunning the Ocean Casino. It's all happening at the club and on the Casino roof.
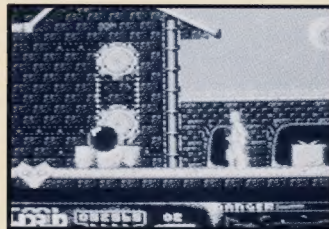
The Status Panel displays the following information:

Items - The number of objects in Cool World (blue squares)

Doodles - The number of Doodles in Real World (red squares)

**Danger** - Indicates the size of the disturbance

Score - Current score

Stamina - The number of energy segments remaining

Lives - The number of lives left

Time - Time remaining on current level

1. Don't stay in either world for too long, use the vortexes to move between the two.

2. Keep an eye on the danger meter. Don't let it get too low.

3. It's no good clearing objects from Cool World if Real World is full of doodles - they will immediately push them back.
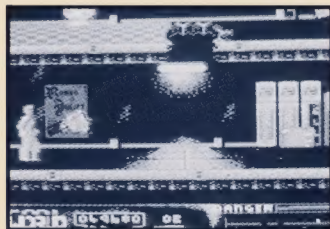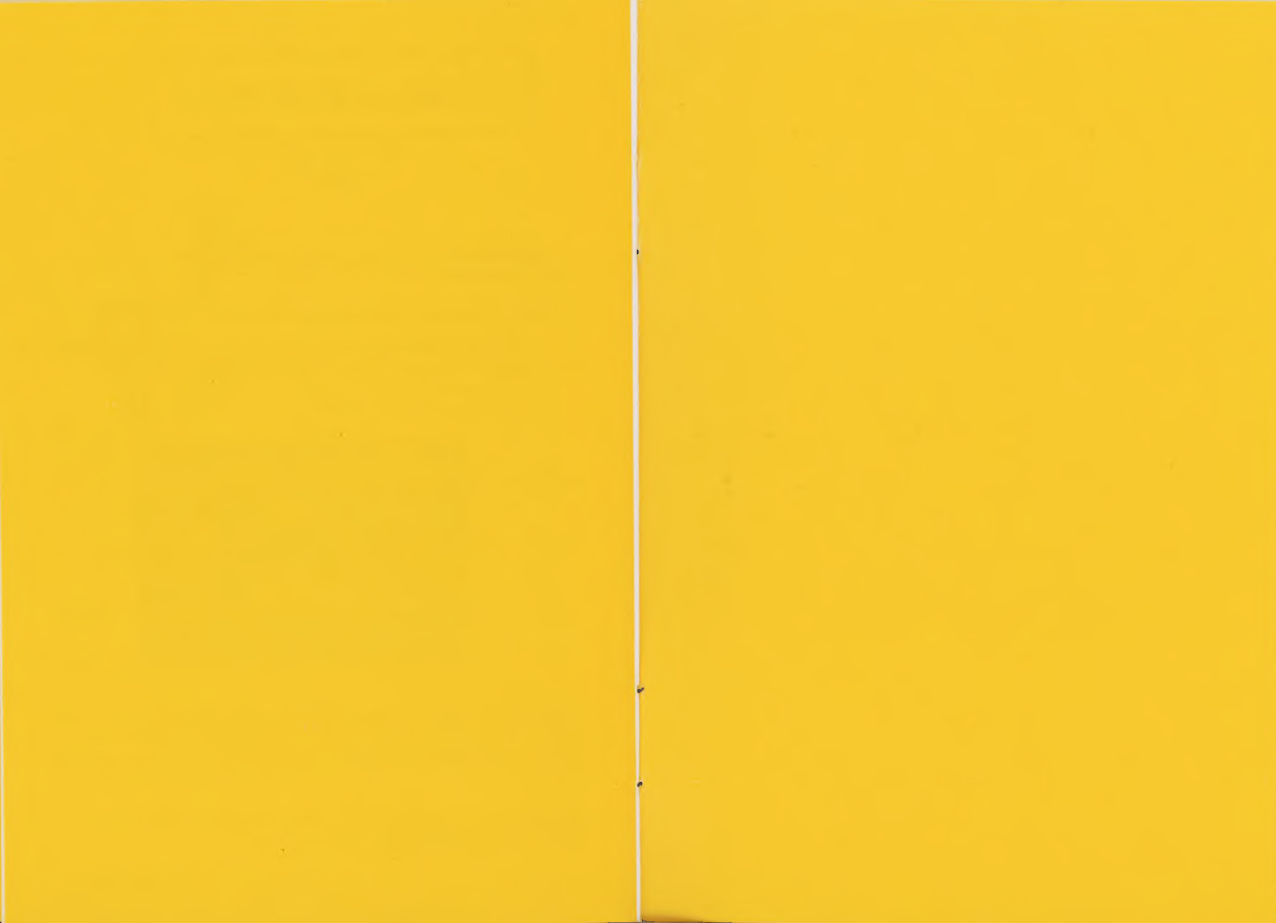
COOL WORLD
THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING AND FOLLOW THEM CAREFULLY.
This game has been tested and checked for viruses. Please do not use any form of disk utility with any Ocean product as such use may result in the corruption of data and render the disk unusable.

CREDITS
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Game designed and programmed by Twilight.
Produced, Marketed and Distributed by Ocean Software Ltd.

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